

Colin Deane - Game Programmer

Burlington, VT 05401 | colin.w.deane@gmail.com | [linkedin.com/in/colin-deane/](https://www.linkedin.com/in/colin-deane/) | colindeane.me/

Skills

- C#
 - C++
 - Unity
 - Unreal Engine 4/5
 - Git
- Experience with Agile project development
 - Effective communicator and team player
 - Exceptional written, oral, and interpersonal communication skills
 - Attentive listener

Education

Champlain College, Burlington, VT

Class of May 2023

Bachelor of Science in Game Programming - Minor in Cybersecurity

GPA: 3.95

- Trustees' List
- President's List
- Dean's List

Spring 2021, Fall 2021

Fall 2020

Fall 2019, Spring 2020, Spring 2022

Projects

D is for Dragon - Unreal Engine 5

August 2022 - Present

Network Programmer

- Built on top of the default Unreal Engine movement component to add custom movement modes such as grappling, ragdoll, and custom gravity with client move prediction and interpolation.
- Used the Unreal Engine Online Subsystem to create a lobby hosting and joining system in C++.
- Exposed backend C++ networking functionality to Blueprints to ease UI implementation.

Back in my Day - Unity

January 2022 - April 2022

Network Programmer

- Game created for the 2022 Ubisoft Game Lab Competition. Nominated for Best Game Design.
- Utilized Facepunch Steamworks to implement a packet serialization backend in C#.
- Created a system for Remote Procedure Calls, ownership, and interpolated movement on clients and the server.

Busybee Movers - Unreal Engine 4

March 2021

Gameplay Programmer

- 44 hour Art Center Game Jam project. Won Best in Theme out of all entrants.
- Implemented networked gameplay features using Blueprints and C++ which built upon a networking framework.
- Added UI elements using Unreal UMG with functionality implemented using Blueprints.

Work Experience

Software Engineering Intern, Miliverse, Seoul - South Korea

May 2022 - August 2022

- Made Python tools utilizing Selenium and BeautifulSoup to assist in web scraping.
- Authored Excel scripts and formulas to automate workflow.
- Collaborated effectively in a bilingual development environment.